

## CLAIMS

What is claimed is:

1. A method for preparing rendering information on a server computer capable of being connected to a client system via a network, which comprises the steps of:

on the server:

retrieving a first information component, wherein the first information component is maintained in a cache on the server;

obtaining information specific to the client;

using the first information component and the client specific information to create a second information component, wherein the second information component comprises a client-function component and a client-display component; and

transferring the second information component to the client, wherein the client is capable of:

creating a client display, wherein the client display is created from the client-display component and activation of the client-function component; and

rendering the client display on the client.

2. A method as recited in claim 1, providing the file format of cached

- 2 information is selected from the group consisting of Extensible Markup  
Language (XML) and HyperText Markup Language (HTML).
- 2 3. A method as recited in claim 1, wherein the step obtaining information  
specific to the client comprises the use of server dynamic libraries.
- 2 4. A method as recited in claim 3, wherein the step obtaining information  
specific to the client comprises the use of a dynamic login library.
- 2 5. A method as recited in claim 3, wherein the step obtaining information  
specific to the client comprises the use of a dynamic user preference  
library.
- 2 6. A method for rendering information on a client system capable of being  
connected via a network to a server computer, which comprises the steps  
of:  
4 wherein the server is capable of:  
6 retrieving a first information component, wherein the first  
8 information component is maintained in a cache on the server;  
10 obtaining information specific to the client;  
12 using the first information component and the client specific  
information to create a second information component, wherein  
14 the second information component comprises a client-function  
component and a client-display component; and  
16 transferring the second information component to the client;

18 on the client:

20 creating a client display, wherein the client display is created from  
22 the client-display component and activation of the client-function  
component; and

24 rendering the client display on the client.

7. A method as recited in claim 6, providing the client is a communication  
2 device selected from the group consisting of virtual reality devices, audio  
4 devices, low screen resolution display systems, wireless devices, personal  
digital assistants, pagers, mobile phones, systems for the visually  
impaired, local area network devices, and Internet enabled appliances.

8. A method as recited in claim 6, wherein the step rendering the client  
2 display on the client comprises presentation of the client display as a web  
page on the client.

9. A method as recited in claim 6, providing the file format of cached  
2 information is selected from the group consisting of Extensible Markup  
Language (XML) and HyperText Markup Language (HTML).

10. A method as recited in claim 6, wherein the step creating the client  
2 display comprises obtaining additional information from other network  
4 sources and wherein the client display created is dependent upon the  
additional information.

11. A method as recited in claim 6, wherein the step creating the client  
2 display comprises obtaining additional information from sources on the  
client and wherein the client display created is dependent upon the

4 additional information.

12. A method as recited in claim 6, wherein the step creating the client  
2 display is dependent upon information obtained from server dynamic  
libraries.

13. A method for rendering information on a client system connected via a  
2 network to a server computer, which comprises the steps of:

4 on the server:

6 retrieving a first information component, wherein the first  
information component is maintained in a cache on the server;

8 obtaining information specific to the client;

10 using the first information component and the client specific  
12 information to create a second information component, wherein  
the second information component comprises a client-function  
14 component and a client-display component; and

16 transferring the second information component to the client; and

18 on the client:

20 creating a client display, wherein the client display is created from  
the client-display component and activation of the client-function  
22 component; and

24 rendering the client display on the client.

14. A method as recited in claim 13, providing the client is a communication device selected from the group consisting of virtual reality devices, audio devices, low screen resolution display systems, wireless devices, personal digital assistants, pagers, mobile phones, systems for the visually impaired, local area network devices, and Internet enabled appliances.
15. A method as recited in claim 13, wherein the step rendering the client display on the client comprises presentation of the client display as a web page on the client.
16. A method as recited in claim 13, providing the file format of cached information is selected from the group consisting of Extensible Markup Language (XML) and HyperText Markup Language (HTML).
17. A method as recited in claim 13, wherein the step creating the client display comprises obtaining additional information from other network sources and wherein the client display created is dependent upon the additional information.
18. A method as recited in claim 13, wherein the step creating the client display comprises obtaining additional information from sources on the client and wherein the client display created is dependent upon the additional information.
19. A method as recited in claim 13, wherein the step obtaining information specific to the client comprises the use of server dynamic libraries.
20. A method as recited in claim 19, wherein the step obtaining information specific to the client comprises the use of a dynamic login library.

21. A method as recited in claim 19, wherein the step obtaining information  
specific to the client comprises the use of a dynamic user preference  
library.

22. A program storage medium readable by a server computer, tangibly  
embodying a software program of instructions executable by the server to  
perform method steps for preparing rendering information on a client  
system capable of being connected via a network to the server computer,  
the method steps comprising:

on the server:

retrieving a first information component, wherein the first  
information component is maintained in a cache on the server;

obtaining information specific to the client;

using the first information component and the client specific  
information to create a second information component, wherein  
the second information component comprises a client-function  
component and a client-display component; and

transferring the second information component to the client,  
wherein the client is capable of:

creating a client display, wherein the client display is  
created from the client-display component and activation  
of the client-function component; and

26 rendering the client display on the client.

2 23. A program storage medium as recited in claim 22, wherein the file format of cached information is selected from the group consisting of Extensible Markup Language (XML) and HyperText Markup Language (HTML).

2 24. A program storage medium as recited in claim 22, wherein the method step obtaining information specific to the client comprises the use of server dynamic libraries.

2 25. A program storage medium as recited in claim 24, wherein the method step obtaining information specific to the client comprises the use of a dynamic login library.

2 26. A program storage medium as recited in claim 24, wherein the method step obtaining information specific to the client comprises the use of a dynamic user preference library.

2 27. A program storage medium readable by a client system, tangibly embodying a software program of instructions executable by the client to perform method steps for preparing and rendering information on the client, wherein the client is capable of being connected to a server computer via a network, the method steps comprising:

6 wherein the server is capable of:

8  
10 retrieving a first information component, wherein the first information component is maintained in a cache on the server;

12 obtaining information specific to the client;

14 using the first information component and the client specific  
information to create a second information component, wherein  
the second information component comprises a client-function  
16 component and a client-display component; and

18 transferring the second information component to the client;

20 on the client:

22 creating a client display, wherein the client display is created from  
the client-display component and activation of the client-function  
24 component; and

26 rendering the client display on the client.

28. A program storage medium as recited in claim 27, wherein the client is a  
2 communication device selected from the group consisting of virtual  
reality devices, audio devices, low screen resolution display systems,  
4 wireless devices, personal digital assistants, pagers, mobile phones,  
systems for the visually impaired, local area network devices, and Internet  
6 enabled appliances.

29. A program storage medium as recited in claim 27, wherein the method  
2 step rendering the client display on the client comprises presentation of  
the client display as a web page on the client.

30. A program storage medium as recited in claim 27, wherein the file format  
2 of cached information is selected from the group consisting of Extensible  
Markup Language (XML) and HyperText Markup Language (HTML).



31. A program storage medium as recited in claim 27, wherein the method  
step creating the client display comprises obtaining additional information  
from other network sources and wherein the client display created is  
dependent upon the additional information.
32. A program storage medium as recited in claim 27, wherein the method  
step creating the client display comprises obtaining additional information  
from sources on the client and wherein the client display created is  
dependent upon the additional information.
33. A program storage medium as recited in claim 27, wherein the method  
step creating the client display is dependent upon information obtained  
from server dynamic libraries.
34. An apparatus for preparing rendering information on a server computer  
capable of being connected to a client system via a network, comprising:  
on the server:  
means for retrieving a first information component, wherein the  
first information component is maintained in a cache on the  
server;  
means for obtaining information specific to the client;  
means for using the first information component and the client  
specific information to create a second information component,  
wherein the second information component comprises a client-  
function component and a client-display component; and

18 means for transferring the second information component to the  
client, wherein the client is capable of:

20 means for creating a client display, wherein the client  
display is created from the client-display component and  
22 activation of the client-function component; and

24 means for rendering the client display on the client.

35. An apparatus for rendering information on a client system capable of  
2 being connected via a network to a server computer, which comprises the  
steps of:

4 wherein the server is capable of:

6 means for retrieving a first information component, wherein the  
8 first information component is maintained in a cache on the  
server;

10 means for obtaining information specific to the client;

12 means for using the first information component and the client  
14 specific information to create a second information component,  
wherein the second information component comprises a client-  
16 function component and a client-display component; and

18 means for transferring the second information component to the  
client;

20 on the client:

- 22 means for creating a client display, wherein the client display is  
created from the client-display component and activation of the
- 24 client-function component; and
- 26 means for rendering the client display on the client.

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